Subject: Texture Help
Posted by Umbrella Corp. T-Virus on Sun, 04 Apr 2004 04:58:46 GMT
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I am making a map and need to make a floor transparent. I want to make it look like a transparent rainbow. I've tried making it glass, but it was too transparent, is there any way I could adjust it on my own

Subject: Texture Help
Posted by htmlgod on Sun, 04 Apr 2004 11:57:12 GMT
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Quote:I want to make it look like a transparent rainbow.
LOL.

Subject: Texture Help
Posted by jonwil on Sun, 04 Apr 2004 13:01:29 GMT
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Look for something called Alpha Blending.

Subject: Texture Help
Posted by Oblivion165 on Sun, 04 Apr 2004 17:50:42 GMT
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i would try making it a screen. Or you maybe even should try smoke.

Subject: I don't know how.
Posted by Umbrella Corp. T-Virus on Sun, 04 Apr 2004 21:59:01 GMT
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I am a beginer, this is my first map, and I don't know how to do any of that stuff. Can you tell me what to do?

Subject: Texture Help
Posted by blackhand456 on Sun, 04 Apr 2004 22:12:53 GMT
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hey atleast he admits it

Subject: Texture Help
Posted by Oblivion165 on Mon, 05 Apr 2004 00:00:18 GMT
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On shader, select screen, it will make your black in the picture transparent.

above when i said smoke, i ment steam. But i would still set this as screen.

Subject: Texture Help
Posted by maytridy on Mon, 05 Apr 2004 00:44:42 GMT
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lol

Just find a rainbow texture, set it to alpha blend and change the opacity\ transparency until you get the desired result. And why the hell are you making a rainbow floor?

Subject: Texture Help
Posted by bigejoe14 on Mon, 05 Apr 2004 01:52:06 GMT
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It will attract all the homosexuals you even need!

Subject: Thanks
Posted by Umbrella Corp. T-Virus on Mon, 05 Apr 2004 02:06:58 GMT
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I will try it.

if you want to know what it looked like before anyone's help,
go here http://www.freewebs.com/umbrellacorptvirus/Applebee.JPG

(Like the Applebee's restaurant: Eat'n good in the neighborhood!)

Subject: Very funny
Posted by Umbrella Corp. T-Virus on Mon, 05 Apr 2004 02:20:49 GMT
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bigejoe14It will attract all the homosexuals you even need!

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1)The reason I am making this map is so that I can play a weird map that I can call my own.

2)It wouldn't attract anyone, because I'm not hosting it, the only one playing it will be me.

3)The rainbow ring around the Applebee is will be where I will fight bots or something(I got the ring Idea from a GameCube game's final boss battle.)

Subject: Texture Help
Posted by Spice on Mon, 05 Apr 2004 02:56:58 GMT
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ROFL.

I could guess the game would be pikmin or super mario sunshine. Both fruity looking games

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Subject: Texture Help
Posted by Oblivion165 on Mon, 05 Apr 2004 04:07:49 GMT
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omg, that map.......but yet i still want to play it, i actually really want to play it.

Subject: The Game
Posted by Umbrella Corp. T-Virus on Fri, 09 Apr 2004 23:28:47 GMT
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EXdeath7ROFL.

I could guess the game would be pikmin or super mario sunshine. Both fruity looking games

To be honest, the game is Phantasy Star Online Episode 1
(PSO Ep. 1&2). The ring is supposed to be a weird texture with symbols, but I couldn't get the texture for it, so I used a rainbow one I created in Adobe Photoshop Elements 2.0

Subject: Thanks for all of your help!
Posted by Umbrella Corp. T-Virus on Sat, 10 Apr 2004 21:41:53 GMT
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This is what it now looks like:
 http://www.freewebs.com/umbrellacorptvirus/Applebee2.JPG

I am happy with the level so far.

Subject: Texture Help
Posted by Oblivion165 on Sun, 11 Apr 2004 01:09:05 GMT
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is that most of the level? i want to play it

Subject: Also
Posted by Umbrella Corp. T-Virus on Thu, 15 Apr 2004 19:29:57 GMT
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I'm also in the middle of another level that looks like a house. It has Bots.